

FIG.1A

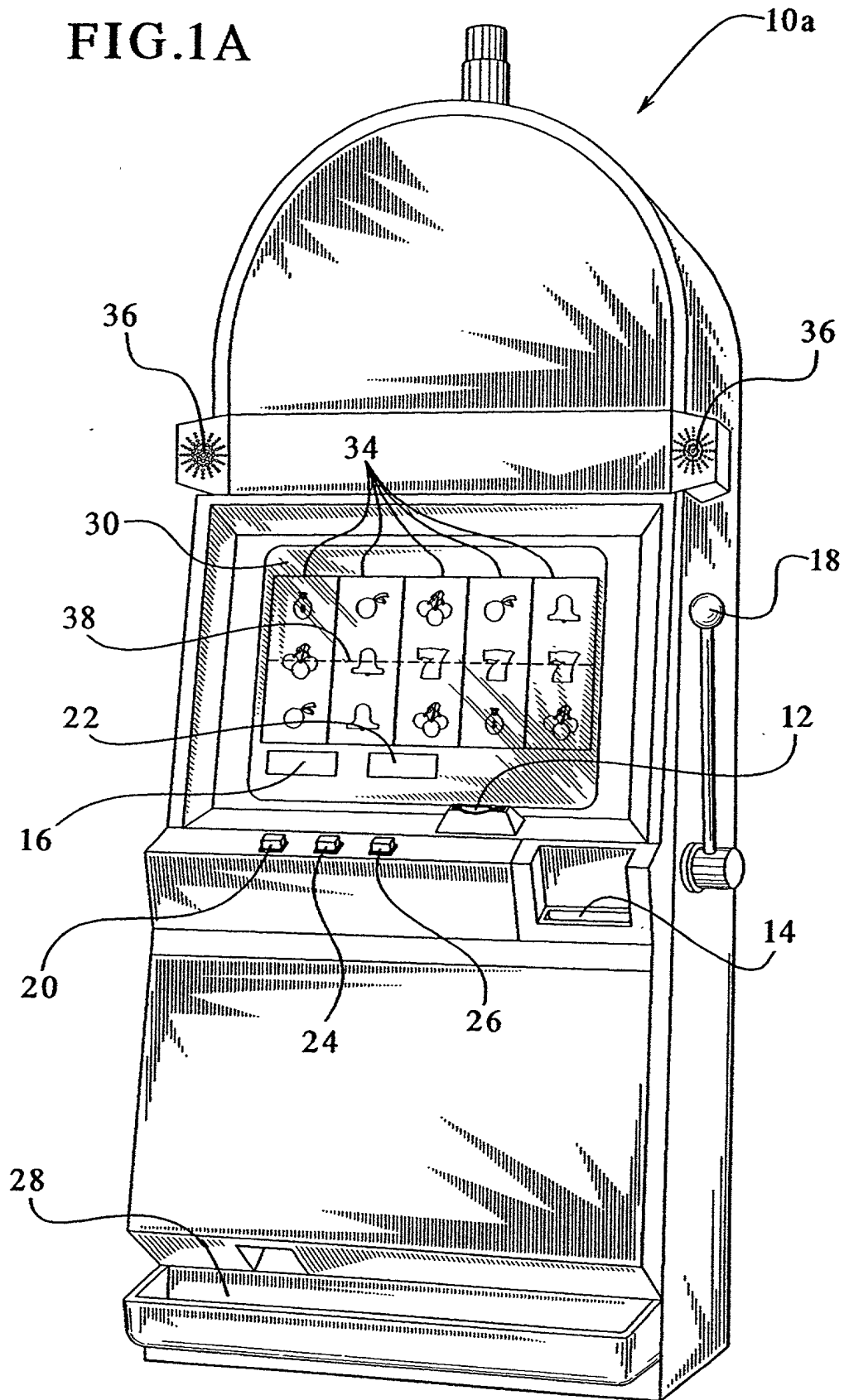


FIG.1B

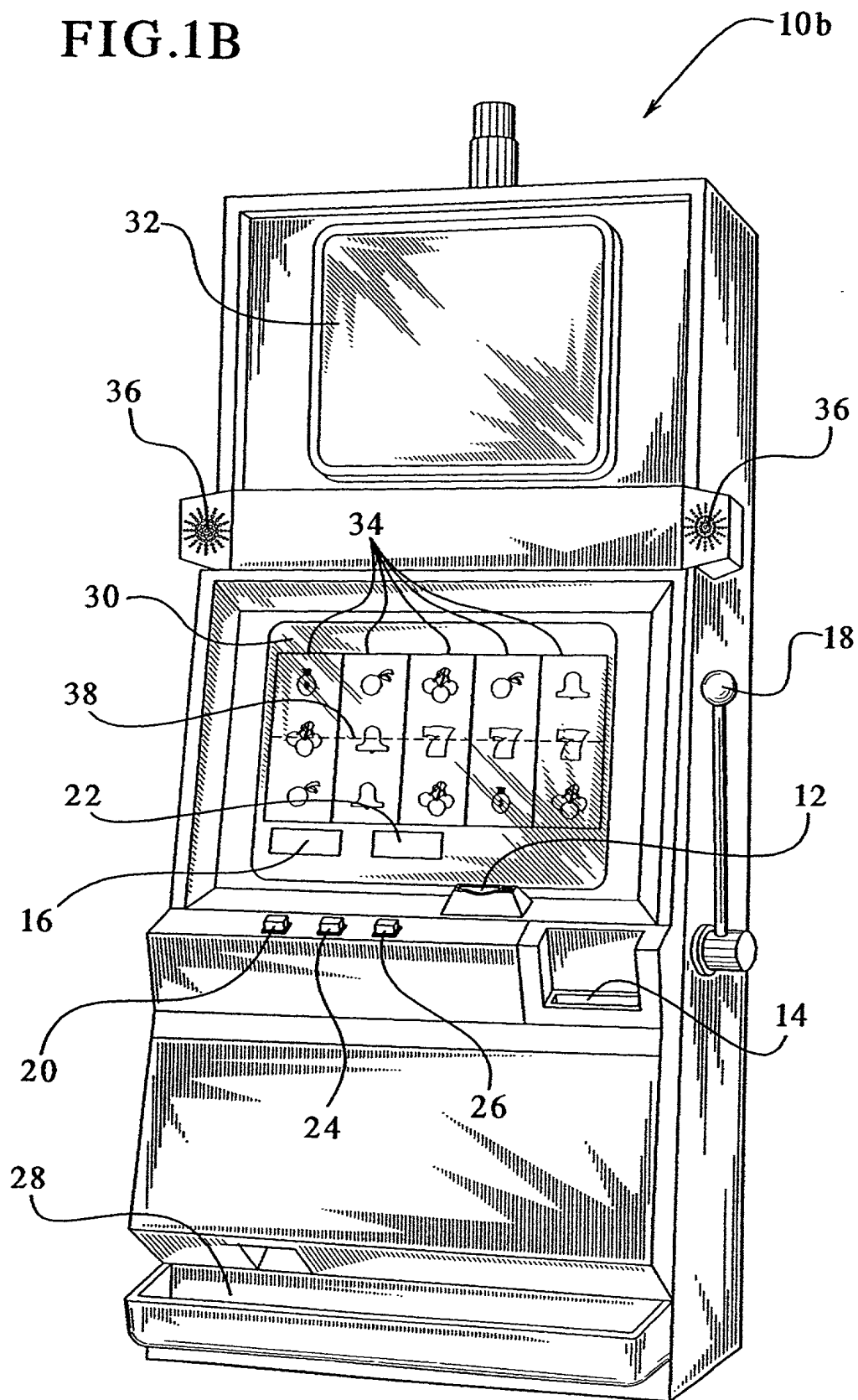


FIG.2

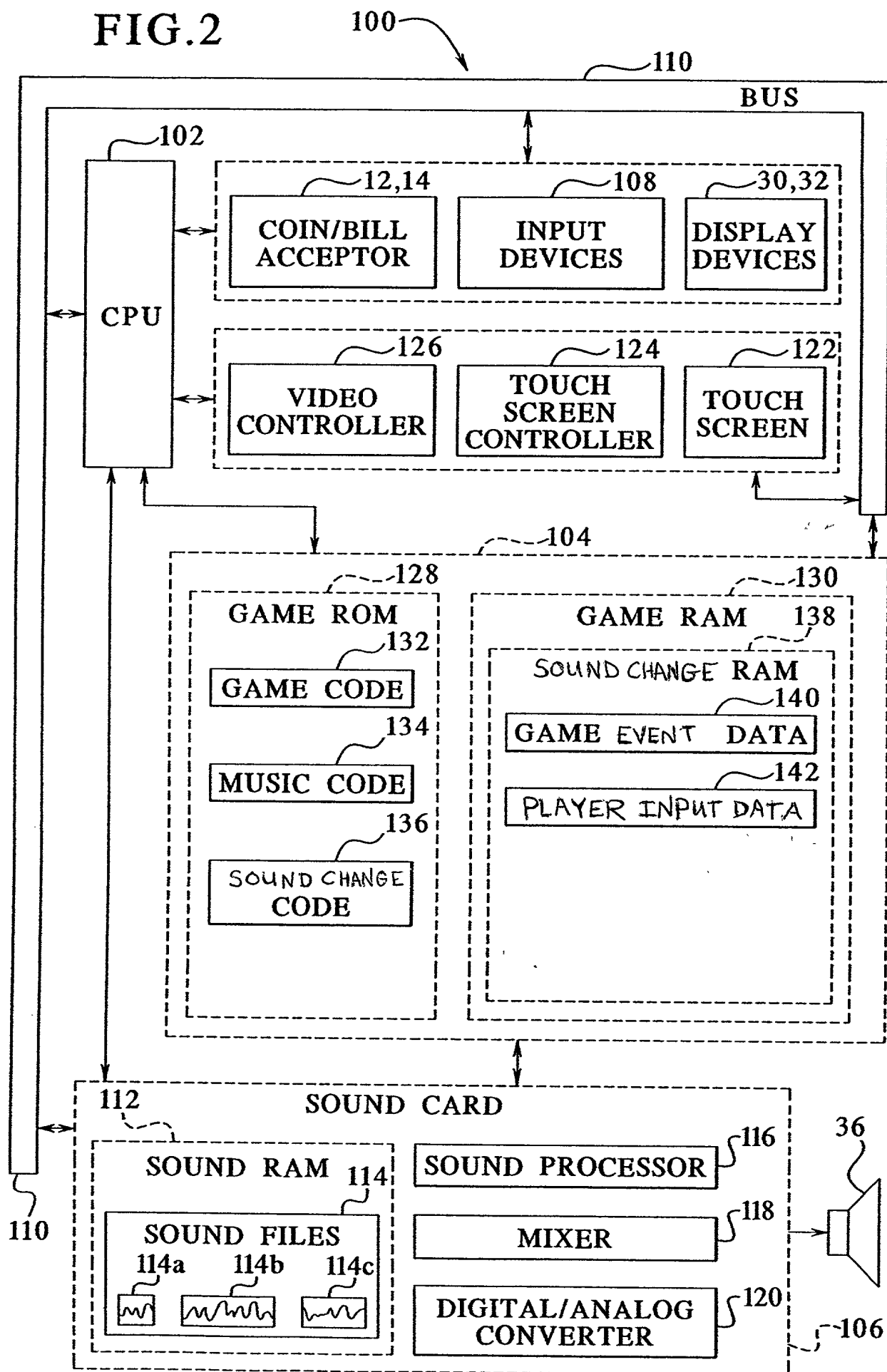


FIG. 3A

GAME EVENT	PRIMARY SOUND RECORDING
PLAY OF PRIMARY GAME	A
PLAY OF BONUS ROUND	B

FIG. 3B

PRIMARY SOUND RECORDING	VARIANT SOUND RECORDINGS
A	A1, A2, A3, A4
B	B1, B2, B3, B4

FIG. 3C

PLAYER INPUT EVENT	VARIANT SOUND RECORDING
1ST PUSH OF PLAY BUTTON	A-1 OR B-1
2ND PUSH OF PLAY BUTTON	A-2 OR B-2
3RD PUSH OF PLAY BUTTON	A-3 OR B-3
4TH PUSH OF PLAY BUTTON	A-4 OR B-4
1ST PUSH OF BET INCREASE BUTTON	A-2 OR B-2
2ND PUSH OF BET INCREASE BUTTON	A-4 OR B-4
PUSH OF CASH-OUT BUTTON	A-4 OR B-4
• • •	• • •
• • •	• • •

FIG. 4A

CHANGE IN KEY OF SONG (ORIGINAL KEY: C)	
PLAYER INPUT	KEY
W	KEY D
X	KEY E
Y	KEY F
Z	KEY G

FIG. 4B

CHANGE IN TEMPO OF SONG	
PLAYER INPUT	TEMPO
W	10% INCREASE IN ORIGINAL TEMPO
X	20% INCREASE IN ORIGINAL TEMPO
Y	30% INCREASE IN ORIGINAL TEMPO
Z	40% INCREASE IN ORIGINAL TEMPO

FIG. 4C

CHANGE IN STYLE OF SONG (ORIGINAL STYLE: SWING)	
PLAYER INPUT	STYLE
W	BOSSA NOVA
X	JAZZ
Y	ROCK
Z	COUNTRY

FIG. 4D

CHANGE IN MELODY OF SONG (ORIGINAL MELODY: A)	
PLAYER INPUT	MELODY
W	MELODY B
X	MELODY C
Y	MELODY D
Z	MELODY E